

Alabama Chess Antics

Newsletter of the Alabama Chess Federation

August 1996

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President's Message by Walter Schaetzle

I have completed my term as President. We need new people with new ideas and energy to keep the Alabama Chess Federation moving forward. In the last few years Alabama Chess has grown from about 250 to about 1000 USCF members. The major growth has been in the Scholastic Membership; however, some growth has also occurred in Regular memberships. The major problem is to retain old memberships and to get all USCF members active as ACF members. We need to get them more active as tournament players. The new officers need to have an active relationship with the national organization. We need the help of the national organization and need to change things to help our state organization.

In Scholastics we not only have quantity but also quality. We presently have five Scholastic players in the top fifty categories, at the top levels. This year we have four All-Americans and we already have five qualified as All-Americans for the following year. I note that last year there were only 51 All-American players in the entire country. These players will win many more honors in the next few years. We do need to get some new younger players into the system. I note Matthew Puckett will play in the closed Cadet this year. The top eight players under 16 in the country qualify. The ACF Executive Committee has voted to give him \$200 towards his expenses.

Our finances are in good shape with over \$2000 in the ACF treasury. We also have about \$1000 of USCF monies which can be used for a special one-time project.

I hope we can keep our regular tournaments moving with a slightly larger at-

tendance. Numerous large money tournaments are appearing in surrounding states. Maybe someone in Alabama can also start one. We need to keep the Amateur and a few National scholastic tournaments. I am trying to stay active with the Junior Chess Congress and have submitted a few National motions to try and make it more active and give it a purpose. We have started the process for the National Elementary and Don Schultz and I have agreed to try and bring a World Junior Chess Festival to Alabama. This would mean 140 to 160 countries being represented and four to six hundred players.

I am appointing the following people to the nominating committee to submit a slate of officers for election on Sunday at 8:00 A.M. at our annual meeting at the State Championship in Montgomery over Labor Day. They are Sam Whatley as Chairman, James Dreading, Kirk Petty, Bill Melvin and Rhodes Peele.

All members should contact these people with suggestions for our new officers. I believe the President should make regular contacts with the national office and attend the delegate meetings and the committee meetings at the US Open each year. This keeps one up on the progress at the national level. Attending major tournaments also helps. I hope the committee will consider nominating its own members as well as others. There will also be nominations from the floor.

This is my last *Antics* as President so let me thank all the people who helped me tremendously the last few years. This includes my family, the Executive Committee (in particular Ken Sloan and Dick Rhea), the Readers, and the dozens and dozens of volunteers who helped in numerous ways. Thank you.

How to Contribute to *Antics* by Rhodes Peele

As the new Editor of *Alabama Chess Antics*, I shall try to maintain the high standards of content and production quality of my predecessor while improving on timeliness of publication. I will try to time the mailing of most issues so that they will arrive in readers' hands three or four weeks in advance of one of Alabama's major tournaments. In the case of the next issue, this major tournament is Birmingham's Magic City Open. Therefore I am setting the following deadlines:

- **October 11** - Contributor's deadline for submitting material.
- **November 1** - My deadline for sending the completed issue for publication.
- **November 15** - Mailing deadline.

The response I received from my earlier request for manuscripts for this issue (including some people who worked behind the scenes by persuading their friends to make contributions) is truly appreciated! Now it is time to repeat that request. *Antics* needs high-quality material of all kinds for its November issue - for example,

- attractive display ads for upcoming tournaments (such as the Magic City!);
- news reports on recently held tournaments;
- annotated games;
- instructional articles;
- Scholastic chess;
- letters to the Editor.

I have one or two articles on hand for the next issue (there was not quite enough room for them this time),

(continued on page 8)

1996 Alabama State Chess Championship

\$2500 Prize Fund Guaranteed in Full! 10 Grand Prix Points!

Saturday, August 31 through Monday, September 2 (Labor Day Weekend), Auburn University at Montgomery, University Center, Student Activities Room.

Two Sections: Open (to all); Reserve (open to rated under 1600 and unrated).

Participants must be members of USCF, and ACF, or another state chess federation.

Round times: 11:00 and 5:00 Saturday; 9:00 and 3:00 Sunday and Monday.

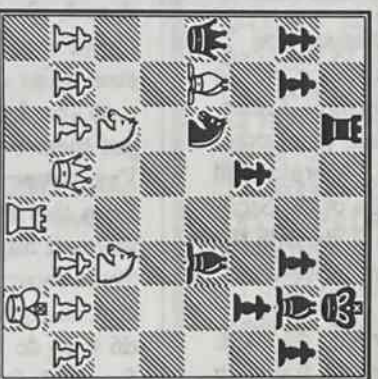
Time control: 30 moves in 90 minutes; then game in 60 minutes. **Chief Tournament Director:** Rich Bellezza.

Sponsors: Alabama Chess Federation; Montgomery Chess Club; AUM Office of Student Affairs.

Special events: Speed tournament Sunday night; separate Scholastic tournament all day Saturday.

Open Prizes

First overall:	\$400
Second overall:	\$200
First expert:	\$200
Second expert:	\$100
First Class A:	\$200
Second Class A:	\$100
First under 1800:	\$200
Second under 1800:	\$100



Reserve Prizes

First overall:	\$300
Second overall:	\$150
First Class D:	\$150
Second Class D:	\$75
First Class E:	\$150
Second Class E:	\$75
Unrated prize:	\$100

How to register: Pay the \$55 entry fee at registration, 9:30 - 10:30 A.M. Saturday, or save \$10 by mailing your \$45 check (payable to **Montgomery Chess Club**) to Rhodes Peele by August 15.

Transpositional Opportunity at Move Two (!) of the Sicilian Defense *by Bill Melvin*

The title of this article seems rather incredible. Many variations of the Sicilian Defense have been analyzed out for 30 moves or more. It has become so commonplace seeing theoretical novelties on move 25 in GM games that we no longer even given them a second glance.

Transpositional opportunities exist throughout chess. Strong chess players learn to use transpositions to introduce positions which are unfamiliar to their opponent ('hole' in opening preparation) and to avoid variations which make them uncomfortable. An example of a simple transposition could occur after 1. e4 d5. A novice has already written 'Center Counter Defense' in big red letters in the box on the score-sheet reserved for opening name. Seasoned veterans know that this is not necessarily the case. After White replies 2. d4, a basic starting position of the Blackmar-Diemer Gambit has been reached (normally 1. d4 d5 2. e4). But, after Black replies with 2. ...c6, we have the starting position of the Caro-Kahn Defense (normally 1. e4 c6 2. d4 d5). I'm sure the alert reader can find instances where the Caro-Kahn subsequently becomes another opening. The importance of the move-order shows that White would rather play a Blackmar-Diemer than a Center-Counter, and Black would rather play a Caro-Kahn than a Blackmar-Diemer. The move-order IS important since Black would obviously (through his move-order) rather play a Center-Counter than a Caro-Kahn (otherwise he would have answered 1. e4 with 1. ...c6 instead of 1. ...d5).

Many transpositions (such as the trivial one given above) occur early during a

chess game. The one this article is going to examine occurs after 1. e4 c5 2. d4. Oops, I'm afraid you'll need to erase Smith-Morra Gambit out of your opening box name. Black has always answered with 2. ...cd in my games (with good reason, since tries like 2. ...Nf6 get blasted by 3. e5 Nd5 4. c4 and Black wishes he could start over). But, instead of 3. c3, White can play simply 3. Nf3 and this is the subject of this article.

By the way, this transposition is hardly original. For instance, in the ninth game from the Morphy - Andersen Paris 1858 match this exact transposition was used. Morphy had an especially low opinion of the Sicilian and seemed to favor 2. d4 with the idea of 3. Nf3 as the best move-order.

I've played the 1. e4 c5 2. d4 cd 3. Nf3 move-order dozens of times in tournament games. What am I hoping to achieve? I'm hoping for one or more of the following: a) Black spends five minutes pondering over the possibilities before finally playing a sensible move (usually happens); b) Black decides that White will play 4. c3 and plays a move he would never have played in a normal move-order; c) Black tries to refute White's setup and plays an independent (and hopefully bad) variation.

Reason a) hardly needs an explanation. Clearly, gaining five minutes in a fast time-control tourney is worthwhile. While the opponent is trying to remember possible Smith-Morra transpositions we are able to focus on the open Sicilian fight which is ahead.

Reason b) needs some explanation.

Most chess players have holes in their Opening repertoire. For instance, some chess players may play the Najdorf (1. e4 c5 2. Nf3 d6 3. d4 cd 4. Nd4 Nf6 5. Nc3 a6) against the Open Sicilian but an e6 system against the Smith-Morra (1. e4 c5 2. d4 cd 3. c3 dc 4. Nc3 Nc6 5. Nf3 e6). It is important to note that such players have a genuine dilemma following our move-order. Should they answer 1. e4 c5 2. d4 cd 3. Nf3 with 3. ...d6, then 4. c3 places them in totally unfamiliar territory. Should players answer 1. e4 c5 2. d4 cd 3. Nf3 with 3. ...e6 (or 3. ...Nc6) then 4. Nd4 will put them out of their normal system. I've never played the Smith-Morra from this move-order, but I can see where it might be extremely effective. Some move-orders could be problematic, though: 1. e4 c5 2. d4 cd 3. Nf3 d6 4. c3 dc 5. Nc3 runs into the strong 5. ...Bg4, for instance.

Reason c) is more interesting. After 1. e4 c5 2. d4 cd 3. Nf3, I've seen 3. ...g6 (possible Dragon transposition) and been concerned about 3. ...Nf6 (Nimzovitch Sicilian transposition possible). Most players are scared out of 3. ...a6 since White might try a Smith-Morra where ...a6 is unusual. However, since 1. e4 c5 2. Nf3 a6 (O'Kelly) 3. c4 is considered strong, 3. ...a6 may be worth a shot. The dream position occurs after 3. ...e5. With this move Black sets a deadly trap. If White plays 4. Ne5 then Black has 4. ...Qa5 and Qe5 winning a piece. But, White has the strong 4. c3 transposing into a kind of Smith-Morra where Black has played an early ...e5. This variation has a horrible reputation for Black. ECO gives only 4. ...dc3 5. Nc3 and considers White to have the upper hand (+/-).

I've only won a single game based on reason c). It occurred shortly after I first started using this transposition.

Bowling Green May 2, 1987
Round 4, Board 2

Bill Melvin Wayne Bell
(2146) (2102)

1. e4 c5
2. d4 cd
3. Nf3 e5 ?!
4. c3 ...

Recently, one of my opponents hesitated over his third move. When I told him after the game about 3. ...e5 !, 4. c3, he replied that he had seen some recent analysis on 4. ...d5. This looks like an interesting try by Black.

4. ... dc3
5. Nc3 Nc6
6. Bc4 Be7 ??

The losing move already. Black could resign in good conscience on move 7!

7. Qd5 Qa5
8. Qf7+ Kd8
9. Qg7 Bf6
10. Qf8 Kc7
11. O - O Nce7

Black is trying hard to hold this mess together.

12. Bg8 ! Ng8
13. Nd5+ Resigns

Black doesn't want any part of 13. ...Kc6 14. Bd2 and 15. Rc1.

1 - 0

So, while this little Sicilian 'transposition trick' isn't guaranteed to always win in 13 moves, it costs White little to try when she is happy with a normal open Sicilian.



U.S. Amateur Playoff Games submitted by Kenneth Sloan

(Kenneth Sloan E-mailed me the crosstable of the recent U.S. Amateur Playoff and the scores of all six games in this four-player round robin. Both appear below - Ed.)

Round 1

AmSouth vs. AmNorth
AmEast vs. AmWest

Kirk Petty-S Bill Calton-N

1. c4 f5 2. Nc3 Nf6 3. g3 e6 4. Bg2 d5
5. cxd5 exd5 6. d3 Be7 7. Nf3 O-O 8.
O-O c6 9. Ne5 Be6 10. d4 Nbd7 11.
Bg5 Qe8 12. e3 h6 13. Bxf6 Nxf6 14.
Ne2 Bd6 15. h3 Ne4 16. f3 Ng5 17.
h4 Nh7 18. Nf4 Rd8 19. Nxe6 Qxe6
20. f4 Nf6 21. Qb3 Qc8 22. Rac1 Ne4
23. Bxe4 fxe4 24. Kh2 h5 25. Qd1
Qf5 26. Rg1 Rf6 27. g4 hxg4 28.
Rxc4 Rh6 29. Qg1 Qf6 30. Qg3 Be7
31. Kh3 c5 32. dxc5 d4 33. exd4
Rxd4 34. Qb3+ Kh7 35. Rcg1 Rxh4+
36. Rxh4+ Qxh4+ 37. Kg2 Rd2+ 0-1

Steve Minsky-E JohnMcCalmont-W

1. c4 Nf6 2. Nf3 e6 3. d4 b6 4. Nc3
Bb7 5. Bg5 h6 6. Bh4 Bb4 7. Qb3
Qe7 8. a3 Bxc3+ 9. Qxc3 d6 10. e3
Nbd7 11. Be2 e5 12. O-O O-O 13. b4
a5 14. c5 exd4 15. cxd6 Qxd6 16.
Nxd4 Ne4 17. Qb2 Qe5 18. Rac1
axb4 19. axb4 Bd5 20. f4 Qe8 21. Nf5
Nef6 22. Bf3 Be4 23. Nxe6+ Kh7 24.
Ng4 Bxf3 25. Nxf6+ Nxf6 26. Rxf3
Nd5 27. Qd4 Qe6 28. f5 Qd7 29. e4
Nf6 30. Bxf6 1-0

Round 2

AmNorth vs. AmWest
AmSouth vs. AmEast

Bill Calton-N John McCalmont-W

1. f4 d5 2. b3 Nf6 3. Nf3 Bf5 4. e3 e6
5. Bb2 Be7 6. Be2 Nbd7 7. O-O O-O

8. Nd4 Bg6 9. f5 exf5 10. Nxf5 Bc5 11.
Nc3 Re8 12. Qe1 c6 13. Qg3 Qb8 14.
Qh3 Qc7 15. Rael Rad8 16. Kh1 Bf8
17. Nd1 Ne4 18. d3 Nd6 19. Nh4 Be7
20. Nxc6 hxg6 21. Rf4 Nf5 22. Bc1
Bd6 23. Rff1 Ne5 24. d4 Nd7 25. Bd3
Nh6 26. e4 dxe4 27. Bc4 b5 28. Bxh6
bxc4 29. Be3 cxb3 30. axb3 Nf6 31.
Bg5 Re6 32. Ne3 Rde8 33. Nc4 Nd5
34. Bd2 f6 35. g3 Qb8 36. Qg2 Bc7 37.
Re2 f5 38. Rfe1 Qd8 39. Ral e3 40.
Be1 Qf6 41. c3 f4 42. Qf3 g5 43. g4
Qg6 44. Rd1 Qc2 45. Rxc2 1-0

Kirk Petty-S Steve Minsky-E

1. c4 e5 2. g3 g6 3. Bg2 Bg7 4. Nc3 c5
5. e4 Nc6 6. Nge2 d6 7. O-O Nge7 8.
d3 O-O 9. Be3 Nd4 10. f4 f5 11. Rb1
a5 12. a3 Nec6 13. Nd5 Nxe2+ 14.
Qxe2 Be6 15. Qd2 Rb8 16. a4 Qd7 17.
Rbd1 Rbe8 18. fxe5 Bxe5 19. Nf4 fxe4
20. Nxe6 Rxf1+ 21. Rxf1 Qxe6 22.
Bxe4 Nb4 23. b3 b6 24. Qg2 Rf8 25.
Rxf8+ Kxf8 26. Bd2 Kg7 27. Qf3 h5
28. Bf4 Qf6 1/2-1/2

Round 3

AmEast vs. AmNorth
AmWest vs. AmSouth

Steve Minsky-E Bill Calton-N

1. c4 f5 2. d4 e6 3. g3 Nf6 4. Bg2 Be7
5. Nh3 O-O 6. O-O d6 7. Nc3 e5 8. e3
c6 9. b4 Be6 10. Qe2 Bf7 11. c5 a5 12.
dxe5 dxe5 13. Rd1 Qc7 14. b5 Bxc5 15.
b5xc6 bxc6 16. Ng5 e4 17. Nxf7 Rxf7
18. Qc4 Bf8 19. Bb2 Nbd7 20. Na4 Rb8
21. a3 Ne5 22. Bxe5 Qxe5 23. Qxc6
Qb5 24. Qxb5 Rxb5 25. Bf1 Rb3 26.
Bc4 Rb8 27. h3 g6 28. Bxf7+ Kxf7 29.
Nc3 Rb3 30. Nd5 Rxa3 31. Rxa3 Bxa3
32. Ral Nxd5 33. Rxa3 Kg7 34. Rxa5
Nb4 35. Kf1 Nc6 36. Rc5 Nd8 37.
Rc7+ Nf7 38. g4 Kf6 39. gxf5 gxf5
(continued on page 12)

Shades of Paul Morphy by Jack Mallory

Paul Charles Morphy dropped in to see me on a Monday night in early June. Since he graduated from Spring Hill College in 1855, I have seen him only infrequently. This time his spirit came in the body of twelve year old master slayer John Morcos, who was accompanied by Michael Schaetzle. John destroyed my 12 MHZ Leonardo computer in the following 1800's style skittle game. Leonardo was required to average one minute per move while John had no speed requirement. He did, however, play at least as fast as Leonardo and was handicapped by receiving advice from Mike and me during the game.

John Morcos Saitek Leonardo

1. e4	e5
2. Nf3	Nf6
3. Nc3	...

Avoiding the Petroff played by many chess machines including Daniel Miller.

3. ...	Nc6
--------	-----

The Four Knights Game, considered drawish by IGM's but plenty active enough for us fish.

4. Bc4	...
--------	-----

The Italian Variation which leads to the Fork Trick and at least equality for Black.

4. ...	Nxe4
--------	------

Leonardo expects 5. Nxe4 d5 6. Bd3 dxe4 7. Bxe4 Bd6 8. d4 ed 9. Bxc6+ bc 10. Qxd4 recommended by theory, since Black has the bishop pair and greater piece movement in compensation for the doubled c-Pawns.

5. Bxf7+	...
----------	-----

Not sound since after 5. ...Kxf7 6. Nxe4 d5 7. Ndg5+ Kg8 8. d4 h6 9. Nh3 Bxh3 10. hg ed, Black has greater mobility and attacking possibilities against the White King (analysis by former World Champion Max Euwe).

5. ...	Kxf7
6. Nxe4	...

Regaining the sacrificed piece.

6. ...	d5
--------	----

Attacking the Knight and opening lines for Black's pieces.

7. Nfg5+ ?!	...
-------------	-----

Since this game is being played for fun, White offers Black another piece in order to activate White's Queen and entice Black's King out into the open.

7. ...	Kg6 ???
--------	---------

Losing, as young Morcos demonstrates. 7. ...Ke8! gives Black a very cramped game but with good play, he can hold on until his material advantage eventually wins.

8. Qf3	...
--------	-----

Morphy was the first player to fully understand the value of time versus material when an advantage in development was achieved. Morcos, in true Morphy spirit, begins a classic King hunt with a two piece sacrifice!

8. ...	dxe4
--------	------

And White is down a piece!

9. Qf7+	Kxg5
---------	------

And White is down a second piece!!

10. d4+	Kh4
---------	-----

Forced, since 10. ...Kg4 loses to 11. h3+ and 12. g3 ++.

11. g3+	Kh3
---------	-----

Forced to avoid immediate mate.

12. Qh5+	Kg2
----------	-----

The Black King is now alone deep in the enemy camp. I don't think this is exactly what Bobby Fischer meant when he said, "The King is a fighting piece".



13. Bd2	...
---------	-----

In order to get the Queen's Rook into play, and entice the Black King in deeper, White offers a third sacrifice!

13. ...	Kxh1
---------	------

No worse than not taking. For example, 13. ...g6 14. Ke2 gxh5 15. h3 and 16. Rag1++.

14. O-O-O+	...
------------	-----

Gaining a tempo for the attack.

14. ...	Kg2
---------	-----

(cont'd next page)

Forced. Black has an overwhelming material advantage if he is cut enough slack to get his army onto the playing field. White must force the play or his winning lead in development will fade away.

15. f4 ...

Letting in more breeze around the Black King.

15. ... ef e.p.

Now the Black King has a supporting soldier that has ambitions of being promoted for his bravery.

16. Be3 ...

Threatening 17. Rg1++.

16. ... f2

Stopping the mate threat and threatening to queen.

17. Bxf2 ...

Killing the brave soldier.

17. ... g6

Trying to get help onto the f file. 17. ...Kxf2 loses to 18. Rd2+ and the White Queen mates next move.

18. Qe2 ...

With mating threats in all directions.

18. ... Kh3

Black tries to run.

19. g4 !!! ...

A brilliant, quiet move that seals Black's fate. The move lets a hurricane of air around the Black King while preventing his troops from coming to his aid. For example, 19. ...Bxg4 allows 20. Qf1+ and 21. Qh1++. Actually White has a forced mate in eight moves which Mr. Morphy sees, of course. Unfortunately, Mr. Morphy excused him-

self and left saying he had a previous engagement with Judge Meeks.

19. ... Bh6+

This check only delays mate one move, but it does allow Black's Rook access to the critical f file. Checking with the Queen would have been more complicated and given White more chances to go astray.

20. Kb1 ...

John gives a sigh of relief because he no longer has to consider Black checks in his calculations.

20. ... e4

Preventing White's Rook from checking at d3.

21. Qxe4?! ...

Working without Mr. Morphy's aid and being handicapped by Mike and Jack's advice, John misses a mate in four beginning with 21. Rg1. If this had been a serious game with more time, I'm convinced John would have found the mate since it had been obvious throughout the game that he was seeing four moves deep most of the time.

21. ... Rf8

Finally, Black gets some support into play!

22. Rd3+ ...

Better would have been 22. Qd3+ with mate in five.

22. ... Be3

Desperation.

23. Rxe3+ ...

With mate in five!

23. ... Kxh2

Running.

24. Bg3+ ...

White mates in five. Better is 24. Bg1+ and mates in four! (I can find these mates in my laboratory, but I usually don't over the board unless I have buckets full of time!)

24. ... Kh3

John is tired from a long, busy week of sailing and fishing. Frustrated by not being able to find a sure mate, he wins a Pawn and the Black Queen for a Bishop and goes into a long, hard endgame which he wins on move 64. He is very tenacious. Better is 25. Be1+ Kh2 26. Re2+ Rf2 27. Rxf2+ Kg3 28. Rg2+ Kh3 29. Qf3++. All this is hard to find over the board when your nerves are stretched from walking a tightrope for many moves.

John Morcos has tactical skill and confidence remarkable in one so young. His technical skill and chess knowledge will grow, if he works at chess. Alabama has another future young master to watch!

I hope you all enjoy this game as much as I did! Granted, the game has technical flaws, but who of us has played a flawless game? It is the fight that makes chess fun!



From the Alabama Invitational

by Andrew Whatley

The Editor of the *Antics* recently asked me to select and annotate one of my games. I have picked my game against Matthew Puckett in the final round of the 1996 Alabama Invitational. (Jack Mallory's report on this tournament appears elsewhere in this issue - Ed.)

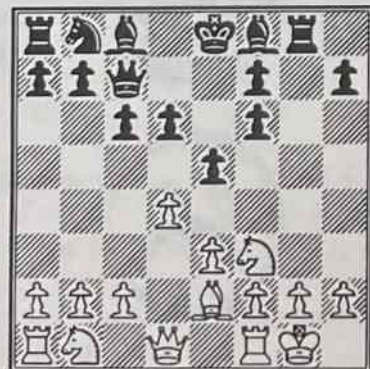
Trompovsky Opening

Matthew Puckett (2230) Andrew Whatley (2205)

- | | |
|------------|------|
| 1. d4 | d6 |
| 2. Nf3 | Nf6 |
| 3. Bg5 | c6 |
| 4. Bxf6 !? | gxf6 |

We have reached a Trompovsky by transposition. Usually this position occurs as 1. d4 Nf6 2. Bg5 d6 3. bxf6 gxf6 4. Nf3 c6. In any case this is not a regular Trompovsky. Black has the g-file and two bishops for the double f-pawns. The position is unbalanced. White must be very careful. White's best plan is probably to fianchetto his light bishop, castle kingside, and attack on the queenside. However...

- | | |
|----------|-----|
| 5. e3 | Qc7 |
| 6. Be2 ? | Rg8 |
| 7. O-O | e5 |

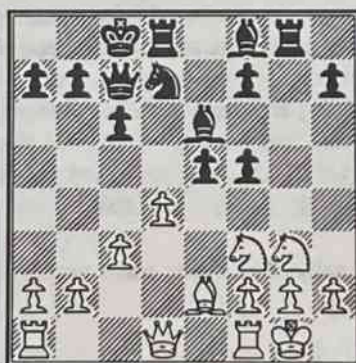


Now White is in trouble. He will have difficulty protecting his king and challenging the center.

- | | |
|---------|-------|
| 8. Nbd2 | d5 !? |
|---------|-------|

A critical moment. White must play 9. c4! to gain counterplay. My original plan 9. ...e4 10. Ne1 Bd6 fails to 11. f4! However Black can play 9. ...dxc4 and there could follow: I. 10. Nxc4 Bh3 11. Ne1 Nd7 Δ ...O-O-O similar to the game; II. 10. Bxc4 Bh3 11. Ne1 (11. Nh4 Rg4 12. Ndf3 e4) Nd7 Δ ...Nb6 and ...O-O-O.

- | | |
|----------|-------|
| 9. e4 ? | Bh3 |
| 10. Ne1 | dxe4 |
| 11. Nxe4 | Nd7 |
| 12. Ng3 | Be6 |
| 13. Nf3 | O-O-O |
| 14. c3 | f5 |



Black has achieved almost full development. In addition, Black has two bishops and an attack on White's king. However, this is another critical position. But Black answers 15. dxe5 with 15. ...f4 16. Nh5 (16. Ne4 Nxe5 17. Qa4 Bh3 18. Ne1 f3 -/+); 16 ...Bg4 17. Nd2 (17. Nxf4 Nxe5 Δ ...Nxf3 - +) Bh3 18. Bf3 Nxe5 Δ ...Nxf3 - +.

- | | |
|---------|-----|
| 15. Re1 | e4 |
| 16. Nd2 | Bd6 |

Now Black's plan is simple: to play ...e3 and undermine White's knight at g3.

- | | |
|---------|------|
| 17. Bf1 | Nf6 |
| 18. Nb3 | Ng4 |
| 19. c4 | e3 |
| 20. f4 | Bxf4 |

Black has achieved ...e3 and is about to win.

- | | |
|-------------|-------|
| 21. Qf3 | Nxh2 |
| 22. Kxh2 | Bxg3+ |
| 23. Kg1 | Bf2+ |
| 24. Kh1 | Rg3 |
| 25. Qh5 | Rdg8 |
| 26. Re2 | Qf4 |
| 27. d5 | R8g4 |
| 28. Qh2 | Rh4 |
| 29. d6 | Rh2+ |
| 30. Resigns | |

(continued from page 2)

but many more are needed - it is practically a clean slate at this point. Please consider making a contribution now, rather than waiting to the last minute (as I usually do!). My regular mailing address is

My preferred E-mail address is

(This links to my home computer which is much easier to use than the one in my office.)

Finally, we need to build ACF membership! Please join or renew if your membership has expired, and please support ACF tournaments!

A Game Won by Andy Reeder by Kyle Therrell

U.S. Amateur South, Round 5

E. Tsitseklis (2000) Andy Reeder (1980)

- | | |
|---------|------|
| 1. d4 | d5 |
| 2. c4 | e6 |
| 3. Nc3 | Nf6 |
| 4. Nf3 | c6 |
| 5. e3 | Nbd7 |
| 6. Bd3 | dc |
| 7. Bxc4 | b5 |

The Meran Variation, an important branch of the Semi-Slav (...c6 plus ...e6). Black "gives up the center" but plans counterplay based on advancing his b- and c-Pawns. This will enable him to activate (via b7) his otherwise hard-to-activate QB.

- | | |
|--------|-----|
| 8. Bd3 | Bb7 |
| 9. e4 | a6 |

Too slow in this position; better is 9. ...b4 10. Na4 c5 11. e5 Nd5 with complex play and about even chances.

- | | |
|---------|-----|
| 10. e5 | Nd5 |
| 11. O-O | ... |

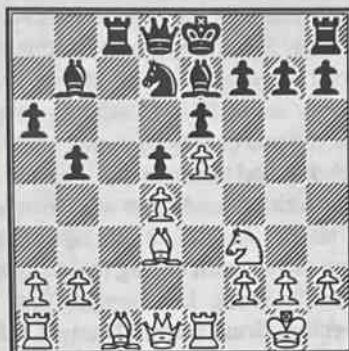
Here and on the next move, Nxd5 would produce a straightforward positional advantage for White. Black should think hard about ...c5 to avoid this structural inferiority and begin counterplay.

- | | |
|----------|-----|
| 11. ... | Be7 |
| 12. Re1 | Rc8 |
| 13. Nxd5 | ... |

There you go!

- | | |
|---------|----|
| 13. ... | cd |
|---------|----|

White is now better due to his space advantage and Black's still-troublesome QB.



- | | |
|---------|-----|
| 14. Bd2 | Nb6 |
|---------|-----|

Being cramped on the King side due to White's pawn wedge, Black fears coming under attack should he castle there. Of course, not castling leaves Black with the problem of activating his KR. Maybe he'll play ...Kd7 later.

- | | |
|---------|-----|
| 15. Ba5 | Rc6 |
| 16. Nd2 | Qc8 |
| 17. Qg4 | g6 |
| 18. b3 | Nd7 |

The immediate 18. ...b4 looks better.

- | | |
|--------|-----|
| 19. h4 | ... |
|--------|-----|

19. a3, hindering counterplay, appears better. Black might then try 19. ...Bd8, with the idea of exchanging dark-square Bishops in order to get in ...Rc3. The exchange would accentuate the weakness of Black's dark squares, though. A possible continuation is 20. Bb4 Be7 21. Bxe7 Kxe7 22. Nf3 Rc3 23. Rac1 Rxc1 24. Qg5+ and Rxc1 with continuing pressure.

- | | |
|---------|-----|
| 19. ... | b4 |
| 20. h5 | Rc3 |
| 21. Qe2 | Nb8 |

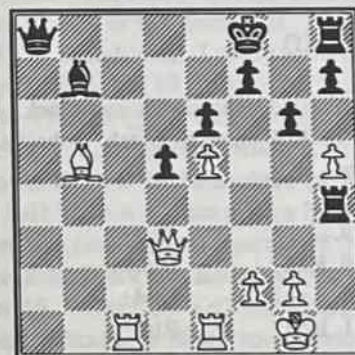
- | | |
|--------|-----|
| 22. a3 | ... |
|--------|-----|

Facilitating Black's counterplay; 22. Nf3 looks like the move.

- | | |
|---------|------|
| 22. ... | Nc6 |
| 23. ab | Nxd4 |
| 24. Qf1 | Nxb3 |

This allows White dangerous play while Black's forces are still uncoordinated. With Black's pieces having gained activity at the expense of White's, this looks like a good time for 24. ...O-O.

- | | |
|-----------|------|
| 25. Nxb3 | Rxb3 |
| 26. Rac1 | Qa8 |
| 27. b5 | ab |
| 28. Bxb5+ | Kf8 |
| 29. Bd2 | Bb4 |
| 30. Bxb4+ | Rxb4 |



- | | |
|---------|-----|
| 31. Qd3 | Rh4 |
|---------|-----|

Black wants to get rid of White's h-pawn, to avoid such annoyances as 31. ...Kg7 h6+ (if then 32. ...Kxh6?, 33. Qd2+).

- | | |
|---------|------|
| 32. Qf3 | Rxh5 |
|---------|------|

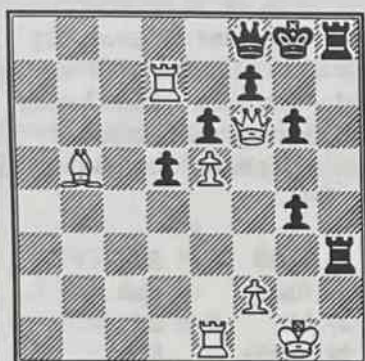
Much better is 32. ...Qd8, for example 33. Qf6 Qxf6 34. ef Rxh5 35. Rc7 Rf5 36. Rxb7 Rxf6 =, best play looks like 35. Bd3 g5 36. Re5 Rh6 37. Rg5 Rxf6 38. Rc7 when Black loses his bishop

but had good drawing chances.

33. Qf6 Kg8
34. g4 ...

Black planned 34. Rc7 Rf5, but saw the text move too late.

34. ... Rh3
35. Rc7 Qf8



36. Rxb7 h5
37. Rd7 hg

38. Kf1 ...

This allows a winning counterattack. Instead 38. Rd8 wins, as Black's checks run out.

38. ... Rh1+
39. Ke2 Rxe1+
40. Kxe1 Qb4+
41. Kd1 Rh1+
42. Kc2 Qb1+
43. Kc3 Rc1+
44. Kd4 ...

After 44. Kd2 the reader can find the win, just as in the game the Reader found the win. Sorry!

44. ... Qe4 ++

0-1

(Annotated by Kyle Therrell.)

Chess South of the Salt Line by Jack Mallory

The 1995 - 1996 season marked the 26th year that the Mobile-Baldwin County Scholastic Chess League has been in existence. This season, five player teams from 16 schools competed for the two county championship. Most schools had teams in our B team competition, and there were even some C teams. About 100 scholastic players met each month during the six month (round) Swiss. Leo Denton, Tom Denton, Brunt Inman, Daniel Miller, and Chad Philips have been some of the league players to make their mark in adult chess.

The league has always been a high school event since lower grade teams have been rare in our area. This season, however, two middle schools entered the League a round late and still finished second and tied for third! Clark Middle School, coached by LM Daniel Miller, went to Huntsville and won the Alabama State Scholastic Chess Team Championship. Our League Champions, the Alabama School of Mathematics and Science, had an academic conflict, and could not play in the State team championship.

(continued page 17)

Mobile-Baldwin County Chess League 1995 - 1996 A Teams

	W7	W6	W4	W3	W8	W14	
1. ASMS							6
2. St. Paul's	L8	W10	L3	D6	L5	W9	2.5
3. Baldwin County	W9	W11	W2	L1	L14	L16	3
4. Foley	W10	W9	L1	L14	L6	L12	2
5. Robertsdale	L11	W8	W13	L16	W2	W6	4
6. Daphne	W12	L1	D11	D2	W4	L5	3
7. Fairhope	L1	W13	L14	L11	L12	W15	2
8. McGill	W2	L5	W12	W15	L1	W11	4
9. Davidson	L3	L4	L16	W13	W15	L2	2
10. Shaw	L4	L2	WD	-	-	-	0
11. Rain	W5	L3	D6	W7	L16	L8	2.5
12. Murphy	L6	L14	L8	bye	W7	W4	3
13. Vigor	bye	L7	L5	L9	U	U	1
14. Clark	U	W12	W7	W4	W3	L1	4
15. UMS-Wright	U	L16	W10	L8	L9	L7	1
16. Phillips	U	W15	W9	W5	W11	W3	5

Sacrificial Sicilian Dragon Challenge

by Bill Melvin

The Dragon is arguably the most sacrificial of all chess openings. I recently played a Dragon with more sacrifices than I can count. Although the game was far from sound, it was most enjoyable to play. No, I wouldn't be writing this if I had lost the game! I count at least two exchange sacrifices, two piece sacrifices, and four pawn sacrifices actually played. Many other sacrifices (including queen sacrifices) appear in the notes. Ultimately Black was forced to play a King sacrifice. Folks, it doesn't get any bloodier than this.

It seems that half of Alabama chess players play at least one side of the Sicilian Dragon. I'm issuing a challenge to the rest of the state to present a Dragon played by an Alabama chess player (any *Antics* reader will do) with more sacrifices. The game should be US rated, be a Sicilian Dragon, and may come from any place and time. From my submission, obviously correctness of play is not a criteria.

I know that many of you pride yourselves on being Dragon experts having played many exciting ones. Now is your chance to share them with all of us. The *Antics* could use the contributions and I'd like to see the games. But, until another Dragon meets the challenge the following game claims the throne of Alabama's most sacrificial Dragon.

**Columbia Open, June 8, 1996
Round 4, Board 1, Game/90
Sicilian Defense, Dragon Variation
(B78)**

Todd's rating makes an interesting story in itself. Rated only 1000 just 18 months ago, he now claims 2150+ following a fine performance in Chicago. Whew!

Bill Melvin
(2305)

1. e4
2. Nf3
3. d4
4. Nd4
5. Nc3
6. Be3
7. f3
8. Qd2
9. Bc4
10. O-O-O
11. Bb3
12. h4

Todd Andrews
(2055)

- c5
- d6
- cd
- Nf6
- g6
- Bg7
- O-O
- Nc6
- Bd7
- Rc8
- Ne5
- h5

This is the Soltis Variation I am told. I don't think I've faced this move in 14 years of tournament chess. I remembered that 13. Bg5 is in vogue and that Black normally plays Rc5 soon thereafter. Lots of theory on this and I don't know any of it. I remembered an older move which I hadn't seen in GM games in quite a while — 13. g4. No, I didn't remember this analysis either! But, I hoped that this older move would throw my opponent on his own resources too. He proves himself to be more than up to the challenge.

- | | |
|-----------|-----|
| 13. g4 !? | hg |
| 14. h5 | Nh5 |
| 15. Rdg1 | ... |

Don't be taken back by White's total disregard for human (pawn?) life. "In for a penny, in for a pound". The ancient ECO tome containing this line considers 15. Bh6 to be more accurate with an eventual unclear position. I've got a gut feeling that this whole line is just plain bad for White regardless.

- | | |
|---------|-----|
| 15. ... | Qa5 |
| 16. Bh6 | Rc3 |

Is it a law in some state that says Black must always play this sacrifice?

17. bc3
18. Qh6

- Bh6
- Qc3



Well, it's time for the first big 'think' of the game. The moves up until now have seemed more or less automatic. It appears that I'm already lost! I really wanted to play 19. Rh5, but 19. ...Qa1+ 20. Kd2 Qd4+ 21. Kc1 Qg1+ followed by ...gh5 just doesn't inspire confidence. The other obvious move is 19. Ne2 where 19. Nd3+ 20. Kd1 Nf2+ is at least a draw by repetition (the reason I rejected 19. Ne2). Of course, Black can also choose to win after 19. ...Qa1+ 20. Kd2 Nf3+ and ...Ng1. Process of elimination works just fine ... thus my move ...

- | | |
|---------|-----|
| 19. Kb1 | Qd4 |
| 20. f4 | Qe3 |
| 21. Rf1 | e6 |

Ever have a game where you don't see any of your opponent's moves coming? Well, I didn't see this obvious (and good) move either. I'm down so much material that I've only got one move here.

- | | |
|---------|------|
| 22. Rh5 | gh5 |
| 23. Rh1 | Qe4? |

This appears to throw away the win. The computer found 23. ...Nf3 which seems to

hold. The key point is that 24. Rh5 is met by 24. ...Qg1+ 25. Kb2 Qd4 and 26. ...Qg7 where the Knight holds g5.

After 23. ...Qe4?, I was fearful of 24. Qh5 Qh1 and Black has gobs of material for the Queen.

24. Rh5 f6?

This surprised me. I saw 24. ...Qd1+ 25. Kb2 Nd3+ 26. cd3 Qd2+ with a draw by perpetual check. My opponent still felt he was winning.

25. fe5 fe5?

This leads to forced checkmate. 25. ...de5 26. Qh8+ Kf7 27. Rh7+ Ke8 28. Qg7 Qh7 29. Qh7 is hard to evaluate. White may have a slight edge here, but it is far from clear. I vote draw.

26. Be6+ Be6
27. Qe6+ Rf7
28. Qe8+ Rf8
29. Rg5+ Kh7
30. Qh5 ++

(continued from page 5)

40. Kg2 h6 41. Rc6+ Ke5 42. Kg3 f4+ 43. exf4+ Kf5 44. h4 h5 45. Ra6 Nh8 46. Rh6 Nf7 47. Rh7 Kg6 48. Rxf7 Kxf7 49. f5 Kf6 50. Kf4 Kf7 51. Kxe4 Ke7 52. Ke5 Kf7 53. f6 Kf8 54. Ke6 Ke8 55. f7+ Kf8 56. f3 Kg7 57. Ke7 Kg6 58. f8=Q Kh7 59. Qf5+ Kh6 60. f4 Kg7 61. Qg5+ Kh7 62. Qxh5+ Kg7 63. f5 Kg8 64. Kf6 Kf8 65. Qh8++

John McCalmont-W Kirk Petty-S

1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Nf3 c6 5. Be3 Nf6 6. h3 O-O 7. Be2 b5 8. a3 a6 9. O-O Bb7 10. e5 dxe5 11. dxe5 Nd5 12. Nxd5 cxd5 13. Bf4 Nc6 14. Re1 e6 15. Qd2 Qc7 16. Bf1 Rfc8 17. Rad1 Na5 18. Bd3 Nc4 19. Qc1 Qe7 20. c3 Qf8 21. Nd4 Na5 22. Qe3 Nc6 23. Rc1 Nxd4 24. Qxd4 Bh6 25. Ral Bxf4 26. Qxf4 Bc6 27. h4 Qg7 28. Re3 Rf8 29. Rael h6 30. Qd4 Bd7 31. Rf3 Rad8 32. Rf6 Kh8 33. Re3 Rg8 34. Rg3 Bc8 35. Qf4 Rdf8 36. Rf3 Bd7 37. Qe3 Bc8 38. R3f4 Bb7 39. Qf3 Bc8 40. Kf1 Bd7 41. Rxf7 1-0

Winning the U.S. Amateur South by Kirk Petty

After a long layoff from tournament chess, I tried to return to the arena which has been the cruelest (for the most part) to me during my chess career, the *game in whatever*, sudden death. As one would expect, it was a rough roller-coaster experience. I lost several games because of bad time management in winning positions. Would it ever end, I wondered. So with trepidation I decided to try the U.S. Amateur South as my attempt to break out of my slump. With the help of my generous opponents, I was successful. I went 4-0 against one A and three Experts, then forced a draw against a determined 1964 rated player to capture clear first. I am sending in two of my games for your amusement.

U.S. Amateur South, Round 2

Kirk Petty Brian Richardson

1. c4 e5 2. Nc3 Bb4 3. Nd5 Be7 4. Ne7 Qe7 5. g3 Nf6 6. Bg2 c6 7. d3 Na6 8. e4 Qd6 9. Be3 Nc5 10. Bc5 Qc5 11. Qd2 d6 12. Nge2 Bg4 13. O-O Be2 14. Qe2 a5 15. h3 O-O 16. Kh2 Qb6 17. Rab1 c5 18. f4 Nd7 19. f5 f6 20. g4 Nb8 21. Qe3

Qd8 22. h4 Nc6 23. Rg1 Nd4 24. Bf3 Kh8 25. Rg2 Rb8 26. a4 Qd7 27. b3 Qe7 28. Rab2 h6 29. Bd1 Kg8 30. g5 hg 31. hg fg 32. Rg5 Qf6 33. Rbg2 Rf7 34. Qh3 Rd8 35. Rg6 Kf8 (35. ...Qe7 leads to mate after 36. Rh6) 36. Rf6 gf 37. Qh6+ and Black soon resigned.

U.S. Amateur South, Round 4

Kirk Perry E. Tsitsekis

1. c4 Nc6 2. Nc3 g6 3. g3 Bg7 4. Bg2 d6 5. e3 e5 6. Nge2 Nge7 7. O-O O-O 8. d4 f5 9. d5 Na5 10. b3 g5 11. f4 gf 12. gf Kh8 13. e4 fe 14. Be4 Bh3 15. Rf3 Bg4 16. Rg3 Be2 17. Ne2 ef 18. Bf4 Nf5 19. Bf5 Rf5 20. Rcl Qf6 21. b4 Rf4 22. Nf4 Qf4 23. ab Bd4+ 24. Kh1 Re8 25. Qf1 Be5 26. Qg1 Qe4+ 27. Rg2 Bf4 28. Rd1 Be3 29. Qf1 Bd4 30. h3 Rg8 31. Re1 Qg2 32. Qg2 Rg2 33. Kg2 Be5 34. Rb1 b6 35. ab ab 36. Rb3 Kg7 37. Ra3 Bf6 38. Ra7 Bd8 39. Ra8 Be7 40. Rc8 Kf6 41. Rc7 h5 42. Kf3 Bd8 43. Rh7 Ke5 44. Rh5+ Kd5 45. Rh8 Bf6 46. Rc8 1-0



1996 U.S. Amateur Playoff

Winner of Amateur Regional	E	W	N	S	Total
East: Steve Minsky, Staten Island NY	x	1	1	=	2.5
West: John McCalmont, Tuscon AZ	0	x	0	1	1.0
North: Bill Calton, Southfield MI	0	1	x	1	2.0
South: Kirk Petty, Homewood AL	=	0	0	x	0.5

Scholastic Chess in School

by Vasha Rosenblum

The author is an enrichment teacher at South Shades Crest School

She was a NSF Presidential Awardee in Mathematics for 1993 and a member of the NSF Internet Project for Teachers for 1994-5. Her E-mail address is

Imagine this: A parent of a top player goes to the little league coach and says, "I need to change my child's tryout time for position this Saturday because he (she) will be playing a round in a chess tournament at the time you scheduled." The coach agrees to work in an appointment between rounds. Sound impossible? It has happened, and it happened in Alabama! Scholastic Chess has made its way into school, during school hours, and the benefits are making an impact that commands attention. Could this happen in your school? You bet! This article is how a program from one school started and how it has grown.

There is a certain mystique about chess that makes kids want to know how it works. A few children think they are not smart enough to play while others think that if they play chess, it is proof that they are smart! The truth is that all kids can play and, there is evidence from research that when they play

regularly, test scores in math and science do improve. Chess teaches kids to use their minds and helps them develop confidence in their intellectual abilities. Players in our school say chess is "the sport of the mind!" The benefits however, are more than intellectual accomplishment. Players also develop confidence, patience, determination, poise, and good sportsmanship. With all these advantages, why isn't chess a part of the school curriculum? Good question!

As an elementary teacher, I thought it made sense for kids to learn to play chess because it required so much analytical thinking. It was easy to justify chess in the gifted program because it satisfied many learning objectives for this group. For the rest of the students, chess remained a recreational activity for after school. A breakthrough toward including chess in the school day came with two simultaneous events: (1) we discovered the *Pawn and Queen* and *In Between* curriculum for chess created by the United States Chess Federation and (2) my school district began work to incorporate higher level thinking skills across the disciplines for all students. The USCF curriculum includes a series of lessons about the history of chess, courtesy used in play, the moves of the pieces,

suggestions for strategy, and a short demonstration game. The teacher manual outlined instruction that clearly incorporated application of skills, logical reasoning, and evaluation of situations. Now we had leverage!

Armed with personal conviction, an official curriculum, and research articles describing the benefits of chess for children, I proposed to my principal that we try a chess class the last forty-five minutes of the day once a week for students who wanted to learn how to play. I have to give credit to this administrator because she was willing to try something new that looked good for students and learning. About fourteen students were given permission to come for instruction. Word about the class spread through the school. Within a month, the group grew to forty players and we had to create a second class for those who already knew how to play.

In order to get more materials and improve our school program, we wrote a grant. Alabama Power awarded us over \$900 to affiliate with USCF, order boards, sets, videos, clocks, books and a demonstration board! We felt almost professional. As part of the grant, I taught a series of evening classes for parents and children, and a workshop for teachers. Chess

was moving into every grade level not just as a game, but as a way to practice analytical thinking, improve concentration and develop problem solving skills.

When I was transferred to a new school, I wrote another grant and this time BellSouth awarded just under \$500 for chess materials. The program started small, but to build the ranks, I taught a series of 8 thirty-minute lessons to many classes on teacher request. Again we offered the evening program for parents and children. In the second year, seventy-five children played in the school tournament.

Our involvement in state level Scholastic Chess came when one of our students developed into an extremely talented player and began to participate in monthly statewide tournaments. This became a turning point in our program because the student and his parents brought back information about chess opportunities outside our school as well as information about using chess clocks and how the Swiss style tournament works.

On a Saturday in February, I drove to Boaz to check out a Scholastic Tour event. Here were about 50 students from kindergarten through high school gathered to spend their day playing chess against other players from across the state. The people directing the tournament welcomed me and gave me some background on the organization of the Alabama Chess Federation and the Scholastic program. Dick Rhea let me observe in the primary room where he so

kindly and patiently conducted each round. Every player was accompanied by one or two parents devoting their Saturday to an activity that their child enjoyed. This was an impressive event, and to think that there was an opportunity like this once a month for school age players in Alabama! The next month I drove to Tuscaloosa to check out that Scholastic event. Many of the same adults directed again and some of the children were familiar from the month before. By April, I was ready to take some players from my school.

Student interest in tournament play outside our own school increased over the next two years. This was an opportunity for students to try their skill in unfamiliar surroundings and it increased interest in chess schoolwide. Teachers were now ordering sets for their rooms and some students were playing daily. Teachers reported improved ability to concentrate for extended periods of time, and an improvement in problem solving strategies for these students. Playing chess became part of the identity of students in our school.

Each week, Chess I and Chess II met during school for a forty-five minute class that included a short lesson and opportunities to play other students. Girls and boys who wanted to join a group came during the class and took a paper and pencil test made from five practice pages in the *Pawn and Queen* curriculum. If they got half the

questions right, they were invited to join Chess I. If they did not meet that criteria, they were invited to take lessons or check out a student workbook. They could take the test again any week. In Chess I we kept a notebook for students to record checkmates. When they collected ten mates against ten different people, they were promoted to Chess II. All Chess II players began with a rating of 900. They won or lost points based on ratings of those they played and the result of the game. Midyear, students competed in either the "King Snatcher" or the "Better to Give Than to Receive" (suicide chess) tournaments. In the spring we conducted a Swiss style tournament, during the school day, for between seventy and eighty players.

During my fifth year of in-school chess, second through fifth grade classes requested the series of 8 how-to-play lessons. By the end of the year, we had 120 in the program playing once a week in one of three forty-five minute Scholastic Chess Groups. In addition to these opportunities, third, fourth and fifth graders who came on early buses played in the lunchroom every morning before classes started. When second graders (who waited in the gym) found out, they requested sets so they could also play. The physical education teacher was apprehensive, but willing to try. With eight sets available, she discovered that a lot of the kids who had been getting in trouble during this time were now able to sit and play chess with no difficulty!

The growth of chess during school hours has increased steadily over the past five years thanks to the curriculum from USCF, principals who recognized the benefits for children, support funds from Alabama Power and BellSouth, and the dedication of many adults to providing this experience for students in our state. If you want to make this kind of learning possible in your school I would recommend these steps:

1. Convince yourself of the benefits of chess for children. Write to U.S. Chess Federation, 186 Route 9W, New Windsor, NY 12553, and request information about Scholastic Chess. Or call them at (914) 562-8350.

Write to the U.S. Chess Trust, 186 Route 9W, New Windsor, NY 12553, and request information about support for a chess program.

On the Internet, search "Scholastic Chess" for a wealth of information in the U.S.A. and Canada. Search "Alabama chess" for information about chess in Alabama and links to other sites.

2. Share your information with your administrator. Have some ideas about what you want to do, as well as the time and space you will need. If your school already sets aside one afternoon a week (or month) for clubs, this would be a good time to start Scholastic Chess, or you might trade with another teacher and teach that class chess while their teacher teaches your class something important.

3. Spend the money to affiliate with USCF and ACF and encourage your students to join.

You will get reduced prices for equipment from USCF and the magazines help everyone by providing information and strategies for play.

4. Invite parents or other teachers to see the program in action. It is good to help them learn something about the game so they have a feel for the kind of thinking involved.

5. Invite players from another school to visit for a chess-after-school event. This can be an opportunity for friendly games that will give your students experience with unfamiliar players.

6. Visit one of the state level tournaments and talk to teachers and coaches from other schools. Get the tournament schedule and make plans to bring students to a state event.

Alabama Scholastic Open Championship

Date: Saturday, August 31, 1996

Location: Auburn University at Montgomery University Center

Prizes: 1st and 2nd place trophies in grade brackets K-3, 4-6 and 7-12.

Entry fee: Preregistration strongly encouraged! Mail \$9.00 EF payable to Montgomery Chess Club / c/o Rhodes Peele by August 15 and indicate current grade bracket. Registration at site is 8:00 - 9:00 AM with EF \$18.00.
Rounds: 9:30 AM, 10:45 AM, (bring a packed lunch for 12:00 - 12:30), 12:30 PM, 1:45 PM, 3:00 PM.

Other Info. Participants must be Scholastic members of both the USCF and the ACF. The Tournament is a USCF rated five-round Swiss system event.

Sponsors: Montgomery Chess Club; ACF; AUM Office of Student Affairs

Mail EF by 8/15 & save \$\$\$!

What REALLY Happens During a Chess Game

by Bill Melvin

Most of us play hundreds, maybe thousands of games of chess without stopping to think about what is REALLY going on. In an effort to clear up some of this confusion I've provided a description of the pieces followed by a description of some of the events which commonly occur during a chess game.

The Prison Guards - No one escapes. If these guys were ever allowed to play in a game, they'd be awesome. I've seen them guard practically the entire enemy army effortlessly. I've also never seen a piece resist leaving the battlefield.

The King - Loved by all, but more than a little bit crazy. Feels a bit limited in his movement and more than a little vulnerable. Prides himself in his ability to 'rook-leap'. Also appreciates being the center of attention.

The Queen - Powerful, but sometimes resented due to self-preservation mistook for cowardice. Quick to leave teammates to their doom while escaping danger. Also most likely to bail out teammates in danger.

The Rook - Living building. Loves to capture things. Hates it when the enemy tries to capture it. Highly respected and extremely loyal to the King, but has the personality of a friendly rock.

The Bishop - Moves quickly and effortlessly across the board. Has a phobia about staying on the same colored squares. You wouldn't think they'd get along with their teammate bishop of the opposite colored squares - but they are buddies.

The Knight - Loves to jump. Whee! Whee! Can jump two squares in any direction. Whee! Whee! Unfortunately,

they have a little problem stopping. In fact stopping causes the knight to spill over into an adjoining square which pretty much wipes out anything which was sitting there in a cloud of dust. Knights are fearsome. Nobody understands them. Whee! Whee!

The Pawn - Forrest Gump of chess. Stupid stupid. Has very few moves in only one direction. Will gladly be captured by the enemy to forward the purpose of the King. Some think this is because they are glad to leave the battlefield and all the ridicule they constantly receive from their teammates. Constantly asked to volunteer for capture because they are obstructing some squares, they reply: "Excuse me for living. All I do is occupy space and I get in trouble for that!" Called the 'soul of the game' because they work so well with each other. Some think that each pawn gets an entire vote during the mythical 'chess elections' and this gives the pawns unreasonable political pull.

So, now that we've met the players, it is time to explain some chess concepts which occur in tournament chess. Remember, that no chess piece ever 'dies' in a game. Chess pieces can only be captured.

Castling - the King gets tired of being ridiculed for his limited range. So, he asks everyone to watch him as he attempts to jump over the rook in the corner. All eyes are glued to the King as he mightily leaps into the air. The loyal Rook sees that the King isn't quite going to make the distance, so he runs underneath the King as the King barely makes it past two squares. When the King lands, he looks over and sees the rook on his other side and everyone cheering. He is proud of this ability which no other piece can accomplish. He doesn't dare attempt the feat when he feels threatened or would be

threatened at any time during the jump. Also, if either the King or Rook have previously moved then they are too tired to pull off the feat.

En Passant - When Pawns are fresh, they can sometimes jump forward two squares on their first move. This burst of speed leaves them more than a little bit out of control. Enemy Pawns are prone to stick a leg out to trip up the Pawn attempting this feat. The result is hilarious and is usually good for a belly-laugh from all of the pieces on each side.

Stalemate - Yawn. The King is bored and has nothing to do. Yawn. He decides to quit and declares the battle a tie.

Draw by Repetition - The King is dizzy and decides to stop playing. Looks like a tie.

Draw by insufficient losing chances - The USCF rulebook committee is too stupid to come up with sensible rules for ending sudden death games and declares the game a tie.

Pawn Promotion - This is the most misunderstood move in all of chess. The Pawn does not 'become' a Queen. No no no! The Pawn allows itself to be captured and in return the already captured Queen is freed. Some think this is because the Pawn has strapped explosives to its back (with matches on the eighth rank) and demands the Queen's release. The request is always fulfilled since nobody wants to actually get hurt during a chess game. Naturally, the Pawn is immediately and irrevocably imprisoned upon performing such a feat.

Another humorous occurrence during chess is underpromotion. The Queen frequently primps and gets ready to enter

the game upon hearing that a friendly Pawn has achieved the eighth rank. Very rarely, the King will opt for a piece other than a Queen. The Pawns love to rescue pieces other than the Queen. They will often say: "I'm here to rescue the mule" and thus insult a Knight and the Queen at the same time.

When the promoting side already has a Queen, a most bizarre event occurs. It seems that the crazy King believes that a Rook standing on its head looks like a Queen. Of course the Queen resents this. But, the Rooks are VERY loyal. So, upon request, they gladly stand on their head and move freely about the chess board as if they were Queens.

Another phenomenon occurs upon promoting to a second Queen while both Rooks are still on the board. In this case a Queen of the correct color is borrowed from another set. This has led many to believe that all of the White pieces in a tournament are really opposing all of the Black pieces in the tournament. Each game is just one little battle in the overall war between the Black and White pieces.

Checkmate - End of contest. Time for the pieces to go back into the box. Nobody is captured. The person moving the pieces delivering checkmate generally gets to play the next game on a board with a lower number next to it.

Bughouse - Chess without prison guards.

Mobile-Baldwin County Chess League 1995 - 1996 B Teams

	W7	W6	W4	W3	W8	L14	
1. ASMS							5
2. St. Paul's	L8	U	L3	L6	L5	L9	0
3. Baldwin County	W9	W11	W2	L1	L14	W16	4
4. Foley	W10	W9	L1	L14	W6	L12	3
5. Robertsdale	L11	L8	U	U	W2	L6	1
6. Daphne	W12	L1	W11	W2	L4	W5	4
7. Fairhope	L1	W13	L14	L11	L12	L15	1
8. McGill	W2	W5	W12	W15	L1	W11	5
9. Davidson	L3	L4	W16	W13	U	U	2
10. Shaw	L4	U	L15	WD	-	-	0
11. Rain	W5	L3	L6	W7	W16	L8	2
12. Murphy	L6	L14	L8	bye	W7	W4	3
13. Vigor	U	L7	U	L9	WD	-	0
14. Clark	U	W12	W7	W4	W3	L1	5
15. UMS-Wright	U	U	W10	L8	U	W7	2
16. Phillips	U	U	L9	U	L11	L3	0

'94 Alabama Correspondence Champ. by David Hayes

The last game of the First Annual Alabama State Correspondence Championship (ASCCC) is now finished nearly two years after it began on November 15, 1994. The double round-robin tournament was rated by the USCF. John Morash and David Hayes won top honors with a score of 7 points each.

John Schweinsberg finished the

tournament for third place. David Hayes directed the tournament. Other players were James Vickers and Andy Reeder.

Correspondence chess offers players the opportunity to explore very complex positions where nearly all tactical and positional errors are punished. As a result, some of the games in this tournament were characteristically "deep". Some games were quite beautiful in their complexity. One such game from this tournament (posted as described below)

can be viewed on an experimental web page. To view the game and analysis, click the checkered pawn at

Any of the latest Netscape browsers can display the experimental page.

Another complex game from this tournament will be posted to this chess site soon. The game was a classic King's
(continued on page 19)

1996 Alabama Invitational Championship

by Jack Mallory

Michael Schaetzle organized the second invitational championship held at the University of Alabama at Birmingham on Saturday, May 18, 1996. Schaetzle invited the eight highest rated players in Alabama to compete in a G/30 round robin. Several high rated players could not attend, so the highest available were invited. Former State Champion Charles Meidinger was unfortunately absent as was NM Joe Jurjevich. Tigers Daniel Thomas and Andy Reeder represented the sub-master players. Rapidly rising John Morcos filled a last minute vacancy. Average rating 2136!

The four highest rated players, LM Daniel Miller, NM Bill Melvin, NM Matthew Puckett, and LM Kyle Therrell, all drew in round one. Thomas beat Reeder, and Morcos beat NM Whatley, drawing the first master blood. No one questioned Morcos' credentials after that upset. Thomas and Morcos let the tournament by 1/2 point!

Round two saw the top three players win, with Miller beating fourth rated Therrell. Andrew Whatley beat the other Andrew.

Miller, Melvin and Puckett shared the lead by 1/2 point.

Miller and Puckett won in round three while Melvin lost to Whatley who had recovered from the shock of his first round loss. Melvin was not playing with the cheerful abandon that he usually does, and Therrell while playing well was not showing the aggressive flashes of "Dana" that he showed last year. Reeder, after three straight losses was still showing quiet determination.

Miller, playing his solid style, beat Whatley in round four to pull into a clear lead with 3 1/2 points. Melvin beat Puckett, and Therrell beat Thomas to tie for second place with Puckett. Morcos pulled off his second upset by beating Reeder!

Miller drew with Puckett to hold his lead by 1/2 point. Melvin beat Morcos to move into clear second. Thomas beat Whatley and Reeder beat LM Therrell to remind everyone that the sub-masters were still there!

Round six saw Miller beat Morcos to pull into a one point lead over Melvin who

drew with Reeder. Puckett drew with Thomas to drop back another 1/2 point. Whatley beat Therrell.

Although needing only a draw to win the tournament, Miller got into a wild time scramble with Reeder and won when Reeder's flag fell first. Melvin won against Therrell to take clear second, and Whatley beat Puckett to take clear third and retain his National Master rating. Morcos lost to Thomas but took home 39 of the group's valuable rating points which moved him into Class A.

Game in 30 minutes against the best in Alabama makes for a long, hard, stressful day, yet our champions played as if this was a Saturday afternoon recreation. During play, they were deadly serious, but between rounds, they laughed and joked with each other like the best of friends. I heard no complaints and no excuses when they lost! Rather, they congratulated their opponents like true sportsmen. The chessplayers of Alabama have every reason to be proud of this group of players and should thank Michael Schaetzle for organizing this tournament for the second year. I think ACF should consider sponsoring in 1997 as an official Alabama Closed Championship.

Alabama Invitational Championship - May 18, 1996

Player	Pre.	Post.	1	2	3	4	5	6	7	Total
1. Daniel Miller	2353	2370	D2	W4	W6	W5	D3	W8	W7	6.0
2. Bill Melvin	2305	2307	D1	W6	L5	W3	W8	D7	W4	5.0
3. Matthew Puckett	2250	2228	D4	W8	W7	L2	D1	D6	L5	3.5
4. Kyle Therrell	2239	2195	D3	L1	W8	W6	L7	L5	L2	2.5
5. Andrew Whatley	2205	2204	L8	W7	W2	L1	L6	W4	W3	4.0
6. Daniel Thomas	2024	2058	W7	L2	L1	L4	W5	D3	W8	3.5
7. Andy Reeder	1946	1935	L6	L5	L3	L8	W4	D2	L1	1.5
8. John Morcos	1767	1806	W5	L3	L4	W7	L2	L1	L6	2.0

June Quick-chess G/29 Tourney by Caesar Lawrence

The June 'QC' - G/29 Chess Tournament had sixteen faithful souls battling for the title of Champion. When the day was over Lamar Daniel (laughingly) walked away as the Champ with the \$50 top prize! His 4.5 score was tops among other Experts (Quick Chess that is) such as A.J. Goldsby and Charles Downs. Robert Pruitt took overall second with a lickidy split win over Goldsby in the final round. His efforts gained him \$33. Thanks to all of the players! I do appreciate your support of Montgomery Chess.

Other winners were:

Top Class A:	Louis DeFiore
Top Class B:	Caesar Lawrence
	Alan Todd
Top Class C:	James Bowen
Top U1400:	Jim Haynes
	Robert Rieves

(continued from page 17)

Indian Defense Semisch variation fight to the finish. At one point, White's King without Pawn protection was forced to march from c1 to e3 while Queens, Rooks and minor pieces prowled the open board. White eventually won some 40 moved later due to a single Pawn advantage.

The 1995 ASCCC is still underway with many months of good chess to go.

John Morash will direct the 1996 ASCCC. Please direct all inquiries to John at [redacted] or John Morash [redacted]

For more information about this tournament, E-mail David Hayes at [redacted] or call [redacted] days or [redacted] evenings.

Back -2- School Scholastic Chess Tournament

Date: Saturday, October 12, 1996

Location: Maxwell Air Force Base Recreation Center (Building 834),
Montgomery, Alabama

Sections: A: 7 - 12; B: 4 - 6; C: 1 - 3 and D: K. Section D is reserved for K and 1st graders in their first tournament and will NOT use chess clocks. Questions? Call the TD, Caesar Lawrence at [redacted] or E-mail him at [redacted]

Prizes: Trophy to top three in each Section !

To enter: Registration 8:30 - 9:30, entry fee \$10, USCF membership required (may be purchased at registration.)

Rounds: 10:00, 11:15, 1:00, 2:15 and 3:30. **Time control:** Game in 25 minutes.
Please bring your chess set and clock with you!

Sponsor: The Maxwell / Gunter / Montgomery Chess Club

Door prizes!

The Alabama Chess Federation (ACF) is the United States Chess Federation (USCF) affiliate for the state of Alabama. Membership is open to any interested individual or organization by paying the annual membership dues. Please support Alabama chess by **joining** or **renewing** your annual membership in ACF. Benefits of membership include a subscription to the quarterly publication *Alabama Chess Antics*.

ACF Membership Application

☐ Regular, \$10

☐ Scholastic (under 19), \$4

☐ Affiliate, \$15

Name _____

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City, State, Zip _____

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